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sonic the comic

starring SONIC THE HEDGEHOG™

FAB FREE GIFT!

PLUS

STREETS OF RAGE!

SONIC'S WORLD!

MARKO'S MAGIC FOOTBALL!

FREE GIFT MISSING?
ALERT YOUR NEWSAGENT NOW!

9 770969 304020 45

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Strange but true, February 14th is *the* day for showing loved ones how much you care - so being mega-hearted, I've included a free **Sonic Valentine card** with this issue. As the old saying goes, love makes the world go round, but frankly, it brings me out in rust spots!

Something else to make you feel warm and glowing can be found in the centre pages. What, no News Zone? Well, how about a snazzy **Shinobi Pin-up** to get you in the mood for the new series, starting in just two issues time. You'll discover that it's not just Sonic, Knuckles and Tails who aren't short of admirers if you turn to the special Valentine edition of **Graphic Zone**.

That someone you love to hate, Doctor Robotnik, dishes up a double dose of misery by appearing in *STC*'s **Sonic** stories: **Day of the Death Egg** and **Enter the Cybernik** part one. Even **Marko's Magic Football** has a romantic interlude in the penultimate episode of the current series. Phew! Glad I'm still young, free and lubricated!

You'll find something very sweet about the next issue of *STC*, namely a ***FREE*** pack of Sonic sweets stuck to the cover! There'll also be news of three (count 'em) mega-brill series heading your way. I could tell you one of them features a small fox in an oversize trenchcoat - but then that would be sneaky of me, wouldn't it?

Go on Boomers, show someone you care, give 'em *STC*!

Megadroid

SONIC SUMMER SPECIAL RUNNERS-UP

Stop sulking, and listen up! So you didn't make the **Sonic/Tomy Competition** winners list? Well, all is not lost 'cos you could be one of the 90 lucky Boomers to receive a runners-up prize!

Runners-up will receive *either* a Sonic Duel, a Sonic Flexi Friend *or* a Sonic Water Wizard:-

C. Abbott, St. James, Northampton.
D. Anderson, Midlothian, Scotland.
C. Bigwall, Peterborough, Cambs.
J. Birkett, Leeds, W Yorks.
J. Bolton, Butleigh, Somerset.
M. Burland, Avon.
D. Campbell, Banstead, Surrey.
J. Clapp, Balvern, Worcs.
C. Cox, Caversham, Reading.
A. Craig, Co. Antrim, N. Ireland.
D. Creenstock, Salisbury, Wilts.
L. Davey, Yatton, Bristol.
R. Davies, Rotherham.
G. Day, Newton Abbot, Devon.
S. Deegan, Brighton Hill, Basingstoke.
R. Devlin, Co. Tyrone, N. Ireland.
I. Dewar, Fife, Scotland.
K. Diamond, Ayrshire, Scotland.
G. Dickson, Midlothian, Scotland.
K. Dixon, Uttoexter, Staffs.
L. Dodd, Redhill, Surrey.
S. Duroe, S. Glamorgan, Wales.
M. Emery, Swanley, Kent.
D. Farmer, Abbeydale, Gloucester.
L. Farrar, Selby, N Yorks.
R. Fell, Barrow-In-Furness, Cumbria.
S. Fisher, Kirby, Merseyside.
C. Freedman, Hackney, London.
A. Gillespie, Glasgow, Scotland.
K. Gregory, Bracknell, Berks.
J. Hitchcox, Pudsey, W Yorks.
G. Howard, Sheffield, S Yorks.
J. Howard, Orpington, Kent.
T. Jones, Bewaley, Worcs.
N. Katib, Barnet, Herts.
I. Kazie, Leicester.
S. Kerrigan, Preston, Lancs.
J. King, Wymondham, Norfolk.
A. Langthorne, Bristol, Avon.
D & P Lewis, Southampton, Hampshire.
J. Lewis, Gwent, Wales.
A. Leyland, Carlton, Nottingham.
S. Lusher, Edinburgh, Scotland.
A. MacLeod, Cheshire, Macclesfield.
P. Mann, Glinton, Peterborough.
T. Marriott, Coalville, Leics.
P. McCauley, Co Antrim, N. Ireland.
S McDowell, Den Haag, Holland.
C. McKay, Co Antrim, N Ireland.
S. McKee, Tarleton, Preston.
D. McLintock, Glasgow, Scotland.
D. Moore, Litherland, Merseyside.
D. Noryon, Walkley, Sheffield.
A. Parker, Sudbury, Bristol.
T. Parkes, Stourbridge, W Midlands.
R. Penny, Douglas, Lanarkshire.
A. Perry, Biddestone, Wilts.
M. Pickering, Liverpool, Merseyside.
S. Plumb, Isle of Sheppey, Kent.
S. Rahman, Morden, Surrey.
D. Ready, Lower Earley, Reading.
D. Reynolds, Bordesley Green, Birmingham.
D. Root, Dover Court, Essex.
C. Rowan, Plumstead, London.
F. Scanlon, Sandal, Wakefield.
D. Shandon, Leeds.
L. Sheehan, Co Waterford, Rep of Ireland.
M. Siddiqui, Grayes, Essex.
D. Singleton, Isle of Dogs, London.
B. Smith, Sheppey, Kent.
D. Stanton, Harrogate, N Yorks.
D. Stringer, Redhill, Hereford.
M. Sutton, Congleton, Cheshire.
N. Tarling, Croydon, Surrey.
M. Taylor, Northwood, Middx.
D. Thorpe, Norwich, Norfolk.
R. Thomas, Kings Langley, Herts.
Timms Family, Duston, Northampton.
J. Valentine, Barnsley, S. Yorks.
A. Wagstaff, Arnold, Nottingham.
J. Wall, Broxtowe, Nottingham.
N. Ward, Great Shelford, Cambs.
T. Washington, Mid Glamorgan, Wales.
C. Whyte, Altrincham, Cheshire.
C. Whyte, Southampton.
C. Wilkes, Sheffield, S. Yorks.
J. Wilkinson, Glasgow, Scotland.
D. Williams, Macclesfield, Cheshire.
G. Wood, Hoole, Cheshire.
W. Wright, Stevenage, Herts.

Don't be a down-hearted hume if you missed out this time round. Look out for further compos in future issues of *STC*.

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designers:** Gary Knight & Paul Chamberlain
- **Assistant Editor:** Audrey Wong
- **Cover:** Steve 'Robo-Cook'
- **Publisher:** Rob McMenemy

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA — CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	FIFA SOCCER '95
2	—	THE LION KING
3	▲	MICRO MACHINES 2
4	▼	SONIC AND KNUCKLES
5	▲	JIMMY WHITE'S WHIRLWIND SNOOKER
6	▼	EARTHWORM JIM
7	—	URBAN STRIKE
8	new	PGA TOUR GOLF 3
9	▼	MORTAL KOMBAT 2
10	▼	SONIC SPINBALL

MEGA-CD

1	—	REBEL ASSAULT
2	▲	FIFA INTERNATIONAL SOCCER
3	▼	SONIC CD
4	—	MICKEY MANIA
5	▼	ECCO THE DOLPHIN
6	▲	THUNDERHAWK
7	RE	JAGUAR XJ220
8	—	WOLFCHILD
9	—	PRINCE OF PERSIA
10	RE	GROUND ZERO TEXAS

MASTER SYSTEM

1	—	JUNGLE BOOK
2	—	THE LION KING
3	▲	SONIC CHAOS
4	▼	ALADDIN
5	▲	SONIC THE HEDGEHOG 2
6	▲	ROBOCOP V TERMINATOR
7	▲	DESERT STRIKE
8	▼	DESERT SPEED TRAP
9	RE	PGA TOUR GOLF
10	▼	MICKEY MOUSE 2

GAME GEAR

1	—	THE LION KING
2	—	COOL SPOT
3	—	SONIC CHAOS
4	▲	MORTAL KOMBAT 2
5	▲	DONALD DUCK
6	▲	SONIC THE HEDGEHOG
7	▼	JUNGLE BOOK
8	—	ROBOCOP V TERMINATOR
9	RE	SONIC SPINBALL
10	▼	SUPER OFF ROAD

THE **LAUNCH BASE ZONE** ON THE FLOATING ISLAND.

ALL SYSTEMS ARE **GREEN!**

10...9...8...7...6...

RELEASING UMBILICALS!

5...4...3...2...

FSSSS!

CHANG G!

RRRRMMMBBLL

MAIN THRUSTERS ARE **GO!**

1...

... WE HAVE **LIFT OFF!**

AT LAST! MY HOURS OF LABOUR HAVE COME TO FRUITION ...

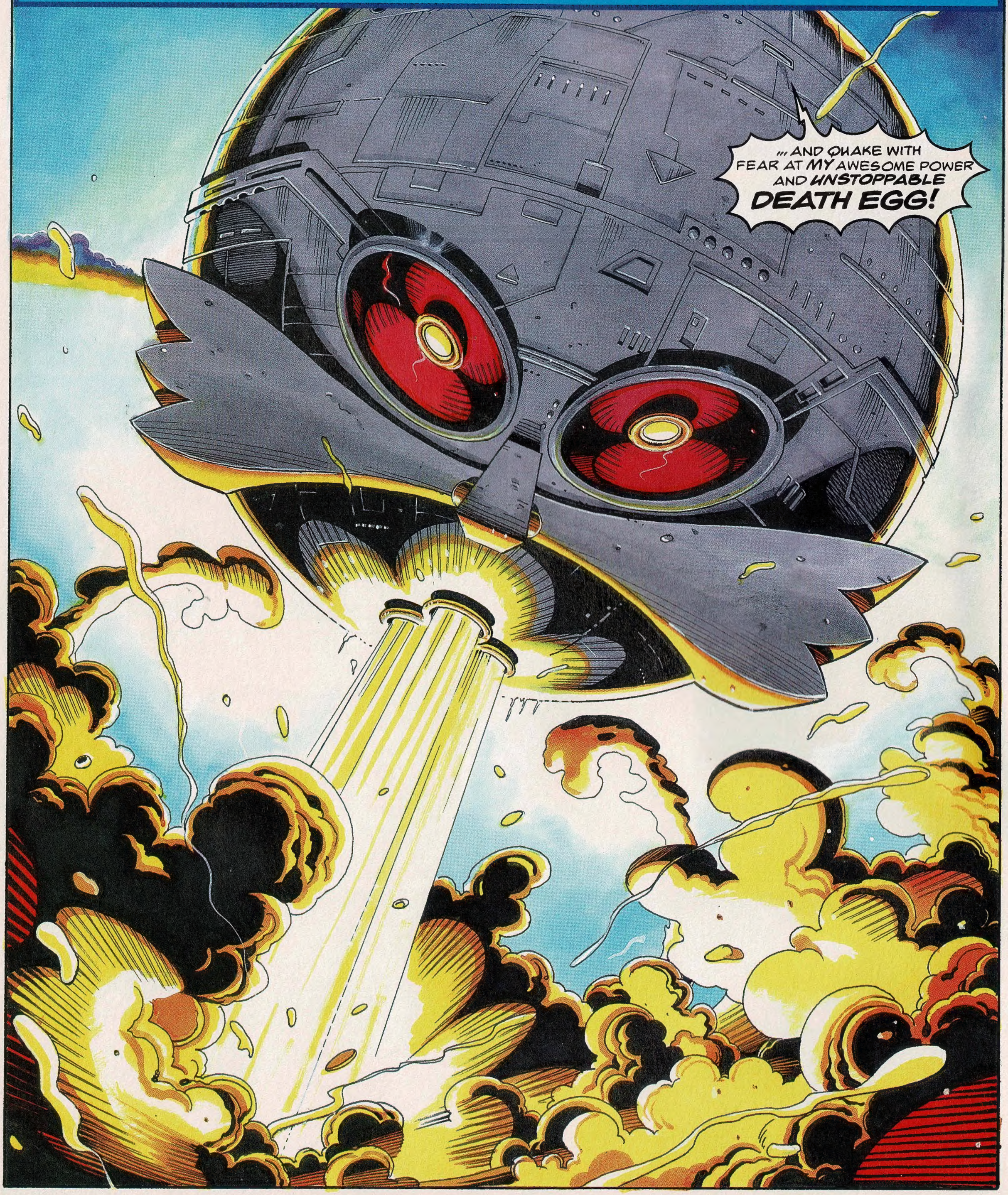
THE LAUNCH IS A SUCCESS!

NOW GRIMER, TAKE US DOWN TO THE SURFACE OF **PLANET MOBIUS!** IT IS TIME FOR THE EMERALD HILL FOLK TO **TREMBLE**...

SONIC THE HEDGEHOG™

Day of The Death Egg

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Ellie de' Ville



MEANWHILE, IN THE EMERALD HILL ZONE...

THIS SMASHING BADNIKS STUFF IS GETTING WAY TOO EASY! WHEN IS ROBOTNIK GOING TO GIVE ME SOMETHING MORE CHALLENGING?

KROOM!

YOU CAN'T ESCAPE THE RHINOBOT, HEDGEHOG!

SO WHO'S TRYING TO ESCAPE?

I JUST WANTED TO LURE YOU OVER THE EDGE OF THIS CLIFF!

WHAT? YOU'RE MAD... YOU'LL FALL TO YOUR DOOM TOO!

NO WAY! NOT AS LONG AS A CERTAIN TWO-TAILED FLYING FOX IS ON STANDBY... RIGHT, TAILS?

YOU CAN COUNT ON ME, SONIC!

IT'S SUDDENLY GETTING DARK, WHAT'S GOING ON, SONIC?

I DON'T KNOW, BUDDY... BUT I DON'T LIKE THE LOOK OF IT ONE BIT!

THE EMERALD HILL FOLK HAVE ALSO NOTICED THE STRANGE DARKNESS...

WEIRD, ISN'T IT?

DON'T PANIC, EVERYONE, IT'S JUST AN *ECLIPSE*... THE MOON HAS BLOTTED OUT THE SUN!

ZUMMMM!

ER... WHATEVER IT IS, I DON'T THINK IT'S THE MOON!

THIS IS JUST A *SMALL* SAMPLE OF MY POWER...

KRROOOOM!

AGGGH!

...BRING ME SONIC THE HEDGEHOG OR YOU'LL ALL FACE THE FULL EXTENT OF THE *DESTRUCTIVE DEATH EGG!*

THERE WAS NO NEED TO DO THAT, YOU *MANIAC*... I'M NOT *AFRAID* TO FACE YOU!

I DIDN'T THINK YOU WERE... BUT I JUST *COULDN'T* RESIST TRYING OUT THE *DEATH RAYS!*

MAYBE I CAN CATCH HIM BY SURPRISE, SONIC!

WHAT THE...

TAILS... COME BACK, YOU *IDIOT!*

I'VE GOT TO TRY... I'M THE ONLY ONE WHO CAN *FLY!*

ZZZMMM!

TAILS!

TAILS?...

ROBOTNIK, YOU MURDERER! TAILS WAS ONLY A *KID!*

YOU WON'T FIND *ME* SUCH AN EASY TARGET!

OH, I WOULDN'T COUNT ON THAT, SPIKEBALL!

ALL I NEED TO DO IS SET MY DEATH RAYS TO *WIDE ANGLE*... INCREASE THE POWER TO *MAXIMUM*...

...AND THE *WHOLE* OF THE PATHETIC EMERALD HILL ZONE WILL BE NO MORE...

"...TAKING SONIC AND ALL OF HIS MISERABLE FRIENDS WITH IT!"

ARRRRGH!

IT'S FINISHED.

LIGHTS, PLEASE.

THAT WAS ***EGG-CELLENT,*** GRIMER ... SIMPLY ***EGG-CELLENT!***

WHAT YOU HAVE JUST SEEN MAY HAVE ONLY BEEN A ***SIMULATION,*** BUT I ASSURE YOU THE DEATH EGG IS CAPABLE OF ALL THIS ***AND MORE!*** *

* YOU GUESSED IT, BOOMERS, THIS WHOLE STORY ***NEVER ACTUALLY TOOK PLACE!*** YOU DIDN'T ***REALLY*** THINK WE'D LET ANYTHING HAPPEN TO POOR TAILS, DID YOU? – MEGADROID.

WE TOOK DELIVERY OF THE NEW MAIN THRUSTER THIS MORNING ... WE ARE ONLY WEEKS AWAY FROM THE ***REAL LAUNCH*** OF THE DEATH EGG!

AND WITH ITS ***POWER*** MY RULE OVER PLANET MOBIUS WILL BE ***ABSOLUTE!***

HAHAHAHA!

NEXT ISSUE : ***THE BIG CON***

REVIEW Zone

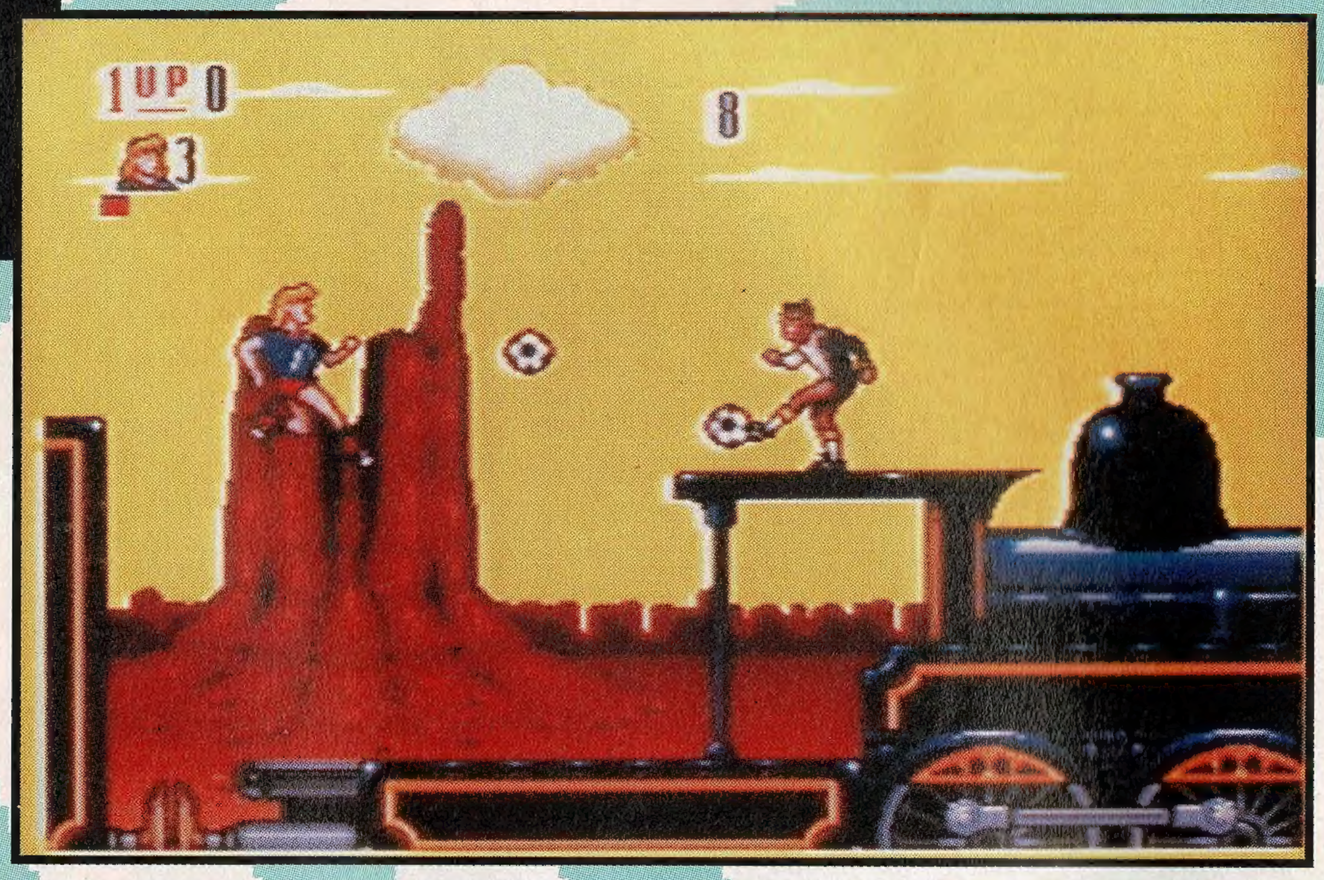
Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
David Gibbon & Nick Protz.

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

HURRICANES

MD
Mega Drive

game type: PLATFORM
1-2 PLAYERS



Based on the popular cartoon series, **Hurricanes** is about a motley team of football players and their female manager who find themselves regularly caught up in 'Scooby Doo-type' adventures. The Hurricanes have been challenged by arch-rivals, the Gorgons, to a match to decide which team are the ultimate football champions. In order to reach the final, you must select a player to make his or her way through five levels of puzzles and traps set by the scheming Gorgons.

The method of control is simple; you kick a ball to dispatch your enemies and jump to reach platforms - the game is at its most complex when you need to combine the two! Easy gameplay is about all **Hurricanes** has going for it - jerky scrolling and lack of definition in the animation is one thing, but having to wander through mind-numbingly boring levels is quite another.

Hurricanes is yet another platform game with nothing new to offer. Apart from a healthy sprinkling of enemies and a few puzzles it's pretty lame. As it follows closely on the heels of *Marko's Magic Football* and *Soccer Kid*, even the somewhat innovative use of the football as a weapon is pretty old hat. Once again, not enough thought has gone into turning a cartoon into a decent platform game. - NP

FAST FAX

PUBLISHER: U.S. GOLD
PRICE: £44.99

GRAPHICS 65
SOUND 60
PLAYABILITY 66

RAVES: Really easy to play.
GRAVES: All too familiar platform romp.

OVERALL 60%

MICRO MACHINES 2

MD

Mega Drive

game type: OVERHEAD RACING

8 PLAYERS

Selling close to half a million copies, the original *Micro Machines* (see above) has been praised for its superb playability factor, which provided endless hours of fun for gamers worldwide. Now the folks at Codemasters have produced a sequel and it's even more impressive than the original!

Apart from the fact that you now get 17 miniature Micro Machines to race in, and a whopping 54 tracks to beat your opponents on, the main improvement with **Micro Machines 2** is the addition of the J-Cart. As most of you will know, the best way to play *Micro Machines* was to play against a friend. However, with the J-Cart, you can now plug in up to four joypads, allowing adrenaline-pumping simultaneous four-player action. On top of that, Codemasters decided to make some last minute changes, turning **Micro Machines 2** into the first ever simultaneous eight-player game (two people share each joypad). What this means is that you can now invite your friends round to enjoy the most thrilling experience possible with a Mega Drive - racing all your mates on-screen and beating them (hopefully!).

Micro Machines 2 features additional options, ranging from entering a super league with four divisions to taking part in a knockout tournament for 4-16 players. There's more interaction with the background, including changing scenery and sloping surfaces. Plus you get to race new Mini-Micro and Ultra-Micro size vehicles, which despite being tiny, are brilliant to race. The all-new tracks are even more innovative than the original, with such delights as racing around an oval loo seat to using a bath sponge as a boat to get across a kitchen sink!

As with the original game, you choose which character you want to race as. Old favourites Spider and Wally are still here, as are some new but well known faces like Violet Berlin from the TV show 'Bad Influence'. You even get to honk your car horn at vehicles, which adds to the game. If you enjoyed the original, you'll adore **Micro Machines 2** as it's

FAST FAX

PUBLISHER: CODEMASTERS

PRICE: £44.99

GRAPHICS 90

SOUND 84

PLAYABILITY 96

RAVES: The most fun you'll ever get from your Mega Drive!

GRAVES: Err, there's none - really

OVERALL 94%

ERNIE ELS' GOLF

GG
Game Gear

game type: GOLF SIMULATION
1-4 PLAYERS

Winner of 14 golf championships including last year's U.S. Open, Ernie Els was signed up by Codemasters to endorse the originally titled *Global Golf*.

Ernie Els' Golf contains complex routines normally associated with PC-based sims, offering advanced gameplay and 3D rendered graphics with clear, realistic, images. The game doesn't just include one or two tournaments, but an impressive seven modes of play; from Stroke and Match play to Skins (a game for two to four players where prize money is offered on each hole).

Four featured golf courses (including U.K. and American) contain hazards such as trees, bunkers and penalty laden water traps. Three levels of detail are available on the courses, with the Smart option offering excellent highly detailed graphics. The higher the detail however, the longer you wait for the course to be drawn

on screen. The golfers themselves are superbly animated having been digitised from actual players, creating smooth-flowing, movement.

Several factors need to be considered before hitting a shot, including weather, wind speed/direction, type of club, and player's stance. An option to switch and take a look at the fairway from overhead helps you see where the ball is. In addition, you're also given info on the yardage and recommended club. Once the shot is taken you can choose to view a replay from various angles, or if the shot is unsuccessful, you're allowed a limited number of attempts to re-play the stroke!

Ernie Els' Golf is one of the best golfing games around for any machine! It's so easy to play that even a complete novice of the sport will soon be knocking in the odd birdie and picking up golfing jargon! It's great fun playing against the machine, but even better with a few friends round. Golf fan or not, this is one game definitely worth buying. -DG

STREETS OF RAGE

THE ONLY GAME IN TOWN
PART 5

Script: Nigel Kitching Art: Peter Richardson Lettering: Tom Frame

YES! I DID IT! I KILLED AXEL STONE!

RIGHT INTO THE EAST RIVER. YESSIREE! I DID—

SHUT IT!

WAKK

AFTER HIM, BLAZE. MAYBE HE'S STILL. . .

ACCEPT IT, MAX. . . AXEL'S GONE!

HEY! I KNOW YOU DIDN'T ALWAYS SEE EYE TO EYE, BUT. . .

LISTEN! NOBODY CAN SAVE HIM NOW.

STAY WHERE YOU ARE!

LOOK AT THOSE **CLOWNS!** THEY AIN'T NO STREET GANG!

SOMEONE WANTS TO MEET YOU, PUNKS.

I SUGGEST YOU KEEP QUIET TILL HE ARRIVES!

EIGHT MINUTES LATER...

OUR AUDIENCE HAS ARRIVED!

XCEL I

MR X!

I GUESS YOU'RE AWARE OF THE BOOK I'VE BEEN RUNNING. HALF THE CITY BET ON HOW FAR YOU'D GET BEFORE ONE OF THE STREET GANGS FINISHED YOU.

YOU'VE LASTED LONGER THAN I EXPECTED, I'LL GIVE YOU THAT.

BUT UNFORTUNATELY, IF YOU MADE IT ACROSS THE **EAST RIVER,** I'D BE IN A LOSS-MAKING SITUATION.

WASTE 'EM!

WAITASECOND!

WHAT ODDS ON US MAKING IT ACROSS THE RIVER, NOW?

WHAT?

RIGHT **NOW?**

MMM, I'D GIVE A HUNDRED TO ONE ON THAT.

HERE'S MY SAFETY DEPOSIT BOX KEY. I WANT TO PLACE A BET OF **TWENTY THOUSAND DOLLARS... CASH!**

BET ACCEPTED, MS FIELDING!

BRING ME THAT KEY AFTER YOU'VE SHOT THEM.

HOW MANY OF THOSE GUYS DO YOU THINK ARE COPS?

ALL OF THEM!

HUH? WHAT—

VRRRRMM

YAAAGH!

UNNNHH!

HEY, WANNA LIFT!

AXEL! AREN'T YOU SUPPOSED TO BE DEAD?

DIDN'T FIT IN WITH MY PLANS! IF WE CROSS THE RIVER WE'RE IN THE CLEAR, RIGHT?

RIGHT. ONLY THE BRIDGE IS STILL UNDER CONSTRUCTION!

A MERE DETAIL, BLAZE!

I CAN'T PROVE IT, FEROCCIO, BUT INSTINCT TELLS ME YOU HELPED THOSE RENEGADES.

POLICE DEPARTMENT

BLAMM!

THERE GOES A TYRE!

BLAZE FIELDING **WAS** MY PARTNER. . . AND A DAMNED GOOD COP.

BUT SHE QUIT THE FORCE... **REMEMBER?**

TOO LATE TO STOP NOW!

THOUGHT YOU'D LIKE TO KNOW WE'RE GETTING REPORTS OF AN INCIDENT DOWN BY THE EAST RIVER...

"...IT DOESN'T LOOK GOOD."

NEXT ISSUE: **THE PAY OFF!**

S.t.C. Star Pin-Up

ART: JON HAWARD

Shinobi

THE POWER OF THE ELEMENTS
NEW SHINOBI STORY STARTS IN *STC 47*

GRAPHIC Zone

Feeling romantic, Boomers! My circuits have been sparking with excitment recently thanks to the following humes who put themselves into Valentine's mode. As a reward for their efforts, they will each receive an original *STC* badge, not seen since issue 2!

Blondes have more fun?

Trixie

THE VIXEN

**Sharon Matthews,
Salisbury, Wilts.
MD owner.
Sonic Badge Winner.**

**Jo Roberts, Ashbourne, Derby.
MD owner.
Sonic Badge Winner.**

2 hedgehogs and a wedding ...

**Monique Tokarski,
Saltburn, Cleveland.
Sonic Badge Winner.**

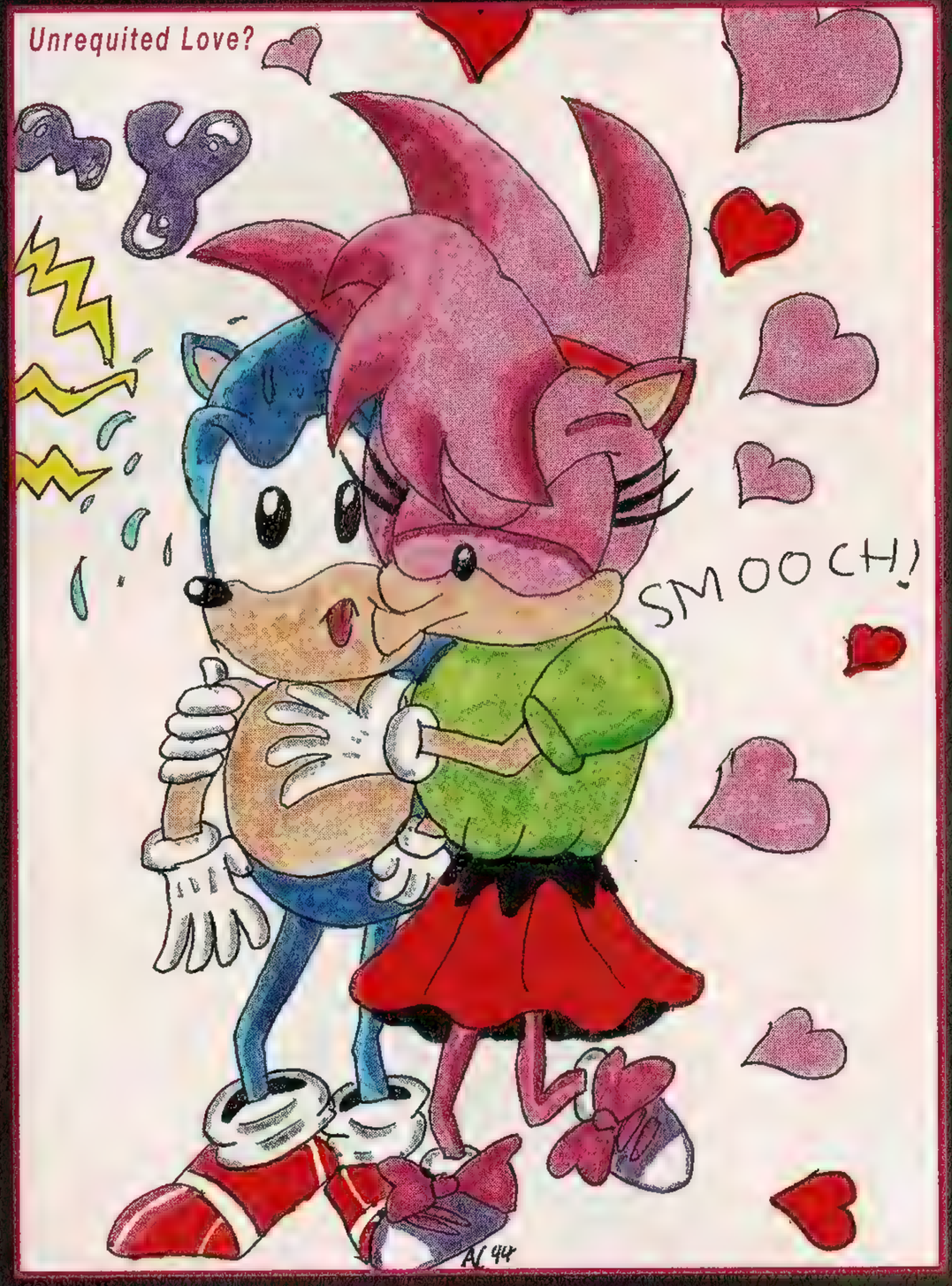
Big-hearted hedgehogs

**Paul Thomas,
Whitby, N. Yorks.
MCD & MD owner.
Sonic Badge Winner.**

Or is it redheads who have more fun?

Sophie King, Somerset, MS owner. Sonic Badge Winner.

Jody Holland, Castleton, Nr Sheffield. MS owner. Sonic Badge Winner.



Astrid Castle, Edmonton, N. London. GG and MD owner. Sonic Badge Winner.

Richard Foot, Hull, Humberside. Sonic Badge Winner.

Sonic says it again (see Speedlines), with more flowers!

Sally Daly, Dublin, Rep of Ireland. Sonic Badge Winner.

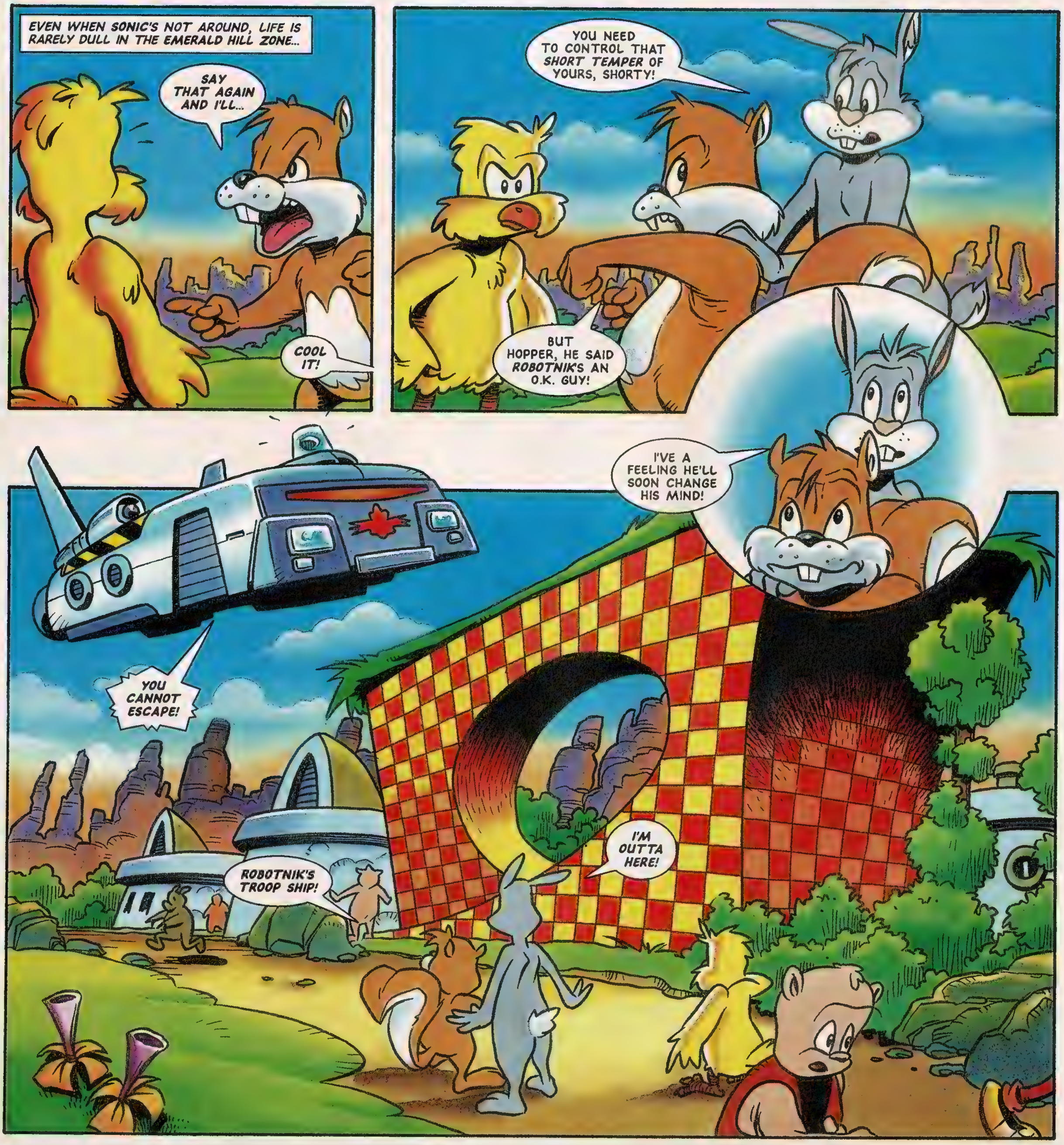
To help get your artwork selected in future issues, please take note of the following tips -

* Draw in ink on white paper (avoid pencil or crayons).
* Be original and don't copy pictures from the comic - try to come up with your own ideas.
* Include your name and address, preferably written incapital letters on the back of the page.

SONIC'S WORLD

Enter the Cybernik Part 1

Script: Lew Stringer
Art: Roberto Corona/
John M. Burns
Lettering: Steve Potter


EVEN WHEN SONIC'S NOT AROUND, LIFE IS RARELY DULL IN THE EMERALD HILL ZONE...
SAY THAT AGAIN AND I'LL...
COOL IT!
YOU NEED TO CONTROL THAT SHORT TEMPER OF YOURS, SHORTY!
BUT HOPPER, HE SAID ROBOTNIK'S AN O.K. GUY!
I'VE A FEELING HE'LL SOON CHANGE HIS MIND!
YOU CANNOT ESCAPE!
ROBOTNIK'S TROOP SHIP!
I'M OUTTA HERE!

BUT I L-*LIKE* DOCTOR ROBOTNIK!

THEN YOU'LL MAKE AN EXCELLENT BADNIK!

N-000!

CHUCK!

C'MERE TOMBSTONE-TEETH!

NO WAY, SKI-FEET!

FWOOSH!

QUICK, SHORTY, RUN!

I MUST SAVE HOPPER AND THE OTHERS! BUT HOW?

I'LL STOW AWAY ON THE SHIP AND COME UP WITH A PLAN LATER!

TROOPER SIX TO DOCTOR ROBOTNIK MISSION COMPLETE!

EGG-CELLENT! MORE BADNIKS FOR MY 'COLLECTION'!

LATER...

WELCOME TO THE *BADNIK PROCESSING PLANT!* NOW *MOVE!*

THERE HAS TO BE A WAY TO RESCUE MY PALS...

AFFIRMATIVE, DOCTOR!

GO TO WORK, GRIMER! TURN THESE CRINGE-WORTHY CREATURES INTO *MENACING* BADNIKS!

HOLD IT RIGHT THERE!

SHOVE OVER, GREENIE! GOTTA DESTROY THIS PROGRAM!

TOO LATE, FURBALL! THE PROCESS CAN'T BE HALTED!

UGH!

THUMP!

FZZAKK!

YOUR MERRY MUCKERS ARE NOW BADNIKS! *HAHAHA!*

YOU BIG-NOSED CREEP! I'LL GET YOU FOR THAT!

TEMPER, TEMPER, SQUIRREL-KINS! I HAVE A *SPECIAL* PLAN FOR YOU!

YOU'RE NOT TURNING *ME* INTO A BADNIK, EGG-BREATH!

WHO MENTIONED BADNIK? YOU HAVE THE HONOUR OF BECOMING THE FIRST OF A *NEW TYPE* OF *SUPER-BADNIK!* AN UN-STOPPABLE CYBERNIK FORCE THAT EVEN THE CURSED *SONIC* COULD NEVER DEFEAT!

ONCE CONNECTED TO THE CIRCUITRY OF THE *CYBERNIK*, YOU CAN *NEVER BE FREE AGAIN!*

CONGRAT-ULATIONS! HOW DO YOU FEEL ABOUT BECOMING A SLAVE OF DESTRUCTION *FOR THE REST OF YOUR LIFE? HAHAHAHA!*

NOOOOO!

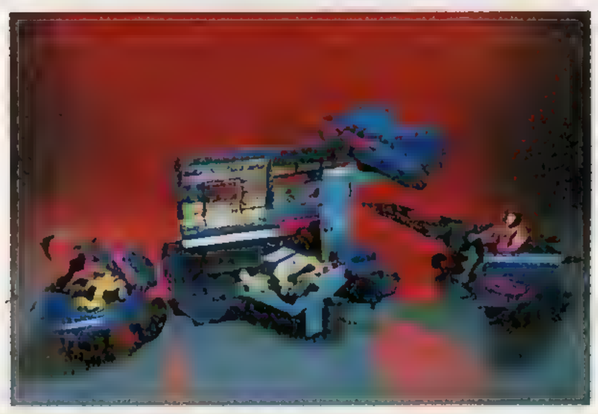
NEXT ISSUE: *THE FOREVER TRAP!*

NOW THEY'RE COMING ROUND TO YOUR PLACE.

X-MEN®

Followers of Magneto, leader of evil mutants, beware. Wolverine and the other X-men have arrived.

And they have brought the awesome Blackbird Jet with them.



In the "air" it fires missiles. On the ground it transforms into 3 attack modules – a land vehicle, a command centre with defensive capabilities and a glider with working ejector seat. It's the ultimate weapon for the ultimate battle. You have been warned.

MARVEL COMICS

A full range of X-Men figures and playsets are also available, call Tyco Toys on 0800 585108. TM and © Marvel Entertainment Group Inc. All rights reserved.

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

MEGA DRIVE MD

Q & A SPECIAL

Welcome to an eagerly awaited Q & A Special, compiled by that master of the micro chip, David Gibbon. Yes, once again he's come up trumps with solutions to your game problems. If you have a query or question, drop STC a line marking the envelope for the attention of the Q Zone.

Using Olaf, climb up the ladder to block a snail, then kill him using Baleog. Get Olaf to raise his shield, use Erik to jump onto it, then move up to the higher ledge. Climb the ladder (avoid the caveman), jump left and smart bomb the old man in the tree. Make Erik drop back to Olaf, jump right, past Olaf's shield, and proceed up the ladder to smart bomb the caveman and snail. Go right, past the caveman to the top of the waterfall. Collect the Shield and jump right to collect the blue key on the ledge. Climb down the ladder, take the food and go to the blue lock. Use the key, then use Olaf to lower the shield and move right. Go down the ladder, wait until the snail is to the right, then block it. Get Baleog to join Olaf and kill the snail. Using Olaf, go right and climb up the ladder to block the caveman. Get Baleog to follow, then kill him. Ensure that both Baleog and Olaf go right, up the ladder and across the bridge. Use Olaf to block the caveman, and get Baleog to kill him. Exit at the bottom for victory!

LOST VIKINGS

Q: I recently bought *The Lost Vikings* on the Mega Drive and it's driving me crazy. I've reached level seven in Egypt, but I can't get the blue key. Any advice?
Chris Jones, Wareham, Dorset.

A: You're in luck, Chris. Level seven is full of ladders and huge gaps, which the vikings must conquer in order to reach the exit. If you require extra help during play, speak to the grumpy old man at the top-left area of the screen.

From the bottom of the level, walk right using Erik and smash the wall to discover a Steak. Now, move back and join the others.

DESERT STRIKE

Q: I'm having problems getting past the first campaign on the Mega Drive version of *Desert Strike*. I received the password BOOOAEZ to give me ten lives, but after entering it nothing happened. Please help!
James Slowey, Aberdeen, Scotland.

A: Read carefully, James, I will say this only once ...

THE GREEN REPTILE
Found on the Pit level, the Reptile character is also highly beneficial in the score department, worth a whopping ten million points once defeated! First, you need to carry out a double flawless and fatality against your opponent before you go on and meet him. However, this will only work if there are shadows moving across the sky.

An easier method is to use the old fashioned cheat mode! On the choice screen, press Down, Up, Left, A, Right, Down to activate the cheat. Select the Pit as your first level, switch on flag 2, select Plan Base One and you're ready to play. Turn on flag Q and you only need to hit your opponent once to win!

Listed below are details on two characters for the special moves:-

SCORPION
Rope Spear - Back, Back, Punch
Decoy Punch - Down, Back-Down, Back and Punch
Finishing Move - Hold Block, Up, Up

SUB ZERO
Power Slide - Back and Kick and High Kick
Ice Bolt - Forward, Forward, Down, Punch
Finishing Move - Forward, Down, Forward and Punch

XENON 2

Q: I am having serious problems with *Xenon 2* on the Mega Drive. Please can you suggest a level select or any other tips?
Alex Court, Seaford, East Sussex.

A: I can't offer a level select Alex, but how about an invincible or infinite lives cheat?

INVINCIBLE: Play the game as usual and try to gain a high score. Enter ARM in the high score table. Now play another game, but get a slightly lower score (ensure it's enough to get on the score table). Enter OUR underneath ARM and next time you play, you'll be invincible.
INFINITE LIVES: Repeat the same technique as above, but enter the names as OLD and AGE.

SONIC ONE
SONIC & KNUCKLES

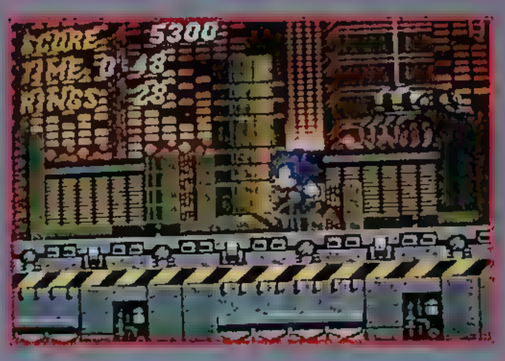
Q: I understand that you can use *Sonic One* with *Sonic & Knuckles* If this is true, please tell me how I can get it to work.
Rachel Johnson, Walkden, Manchester.

A: Especially for you Rachel, I'll repeat this cheat which featured in last issues complete solution to ***Sonic & Knuckles*** . For those Boomers who already know about this, there are some level codes to help you out.

To get ***Sonic One*** working, plug the cart into ***Sonic & Knuckles***. When the screen showing 'No Way' appears, press A, B and C at the same time on pad one. The screen will now say, 'Get Blue Spheres' and you've transformed into a bonus game. From here you can play as Sonic or Knuckles by changing the colour of the stars from blue to red (press A, B and C to do this).

Here's a list of five levels from the bonus game:-

LEVEL	CODE
3	3610 2354 7327
5	3737 7423 1487
9	3482 7286 3167
14	2898 2104 2623



NEXT ISSUE: Don't miss *STC's* rip-roaring **Lion King Special.**

MARKO'S MAGIC FOOTBALL™

Script: Lew Stringer
Art: Gary Andrews
Lettering: Steve Potter

PART 5

I ALWAYS WANTED TO BE IN A ROOM FULL OF TOYS...

...BUT I'D PREFER IT IF THE TOYS WEREN'T TRYING TO KILL ME!

SLRRP!

I BET YOU'VE ALL GOT *NEVER-ENDING BATTERIES* TOO, HAVEN'T YOU?

I'M AT THE NORTH STERLINGTON TOY FACTORY TO STOP THE EVIL CREATOR, COLONEL BROWN, FROM BRAINWASHING EVERYONE WITH GREEN SLUDGE! GOOD ENOUGH REASON TO ASSASSINATE ME, DON'T YOU THINK!

I USUALLY HAVE A MAGIC FOOTBALL TO HELP ME OUT...

...BUT IT'S OTHERWISE ENGAGED AT THE MOMENT!

SNAP OUT OF IT! I NEED YOUR HELP!

OH WELL, ALL'S FAIR IN LOVE, SO I'M TOLD! SORRY, BALL!

KABOOM

WISH I STILL HAD MY BONUS LIFE ABILITY!*

FZAP!

PYOWW!

*USED LAST ISSUE.

WELCOME BACK! NOW LET'S SHOW THESE TOYS HOW *WE* SHOOT!

PING!

YEESSSS!

PLADOOF!

THAT'S ONE LUCKY BRAT! IT'S NO FUN BEING *EVIL* WHEN I DON'T *WIN!*

DON'T WORRY, COLONEL! I'VE JUST THE *INVENTION!*

TADAH! INTRODUCING MY *SPECIAL* SUIT!

A SUIT? OH GOOD! AT LEAST I'LL LOOK SMART FOR JOB INTERVIEWS... YOU *IDIOT!*

IT'S NOT JUST *ANY* SUIT! BUT ONE THAT'S MORE THAN A MATCH FOR EVEN A MAGIC FOOTBALL!

I LIKE IT!

AM I ON FORM TODAY OR WHAT?

THE FOOTBALL MADE SHORT WORK OF THE TOYS, BUT I STILL HAD TO DESTROY THE GREEN SLUDGE!

I'M IN LUCK!

'ANG ABOUT, YOU!

WE'RE *WELDERS*, AN' WE DON'T LIKE NOSEY KIDS!

THE COLONEL'S *BRAINWASHED* YOU WITH HIS GREEN SLUDGE! WE'VE GOT TO DESTROY IT!

DON'T CONFUSE US! WE'RE WELL 'ARD WE ARE!

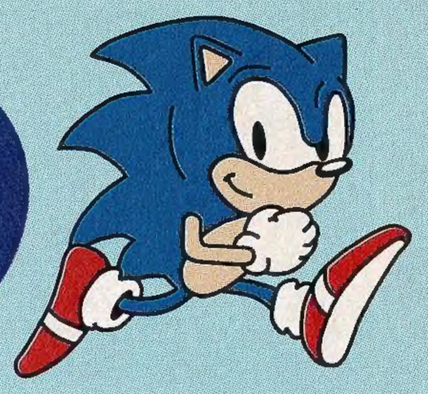
I'M OFF! I'M ALLERGIC TO FLAME-THROWERS!

FWOOSH!

YOU'VE JUST REACHED A DEAD END, BOY!

NEXT ISSUE: *FIGHT TO THE FINISH!*

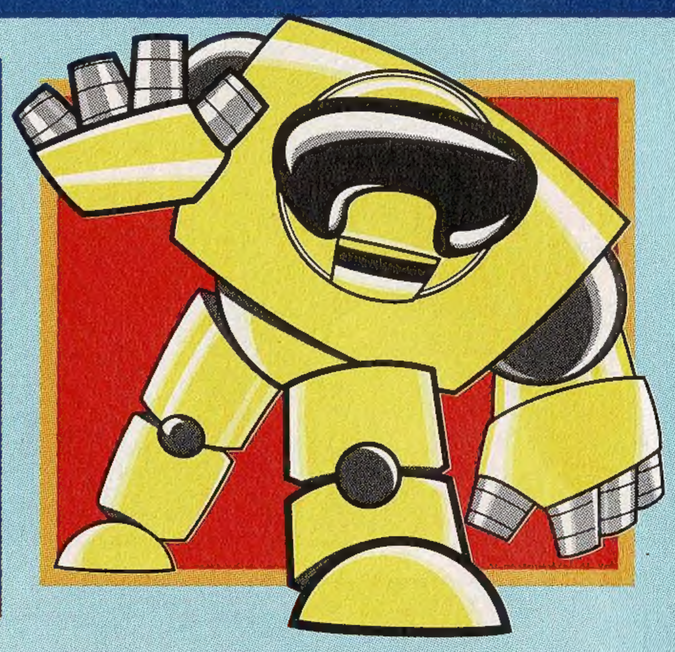
SPEEDLINES



Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below

Pink and Perky

Dear *STC*,

I think Amy and Knuckles would make a great couple because they're both pink and lively! Amy should see sense and get Sonic out of her life and pursuade Knuckles to become a freedom fighter.

Richard Foot, Hull, Humberside.
Sonic Water Fun Game Winner.

P.S. I think the Tomy Games are absolutely excellent.

I hope you'll be very happy, Ricky, when you grow up to be a marriage guidance counseller.

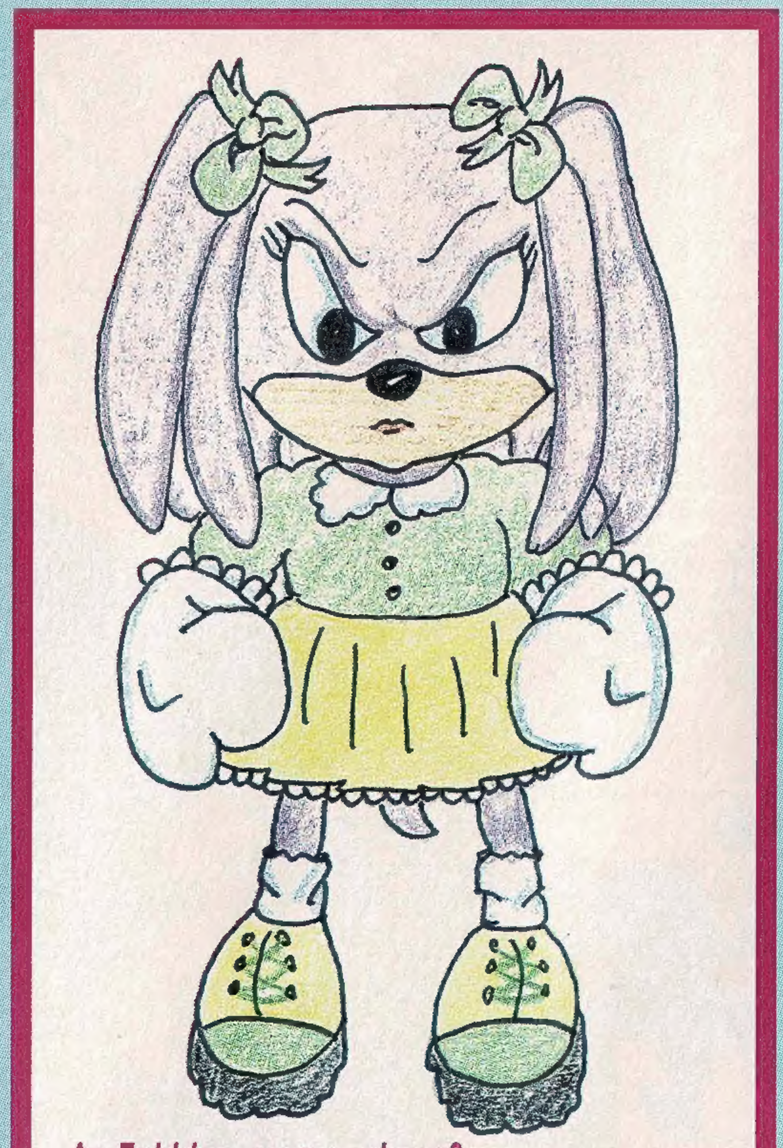
Knuckle Crush

Dear *STC*,

I have fallen truly, madly, deeply in love with Knuckles! I have posters of him all over my bedroom wall and I think of him more than anyone else in the world!

Carla Rogerson,
Worsley, Manchester.
MD owner.
Sonic Water Fun Game Winner.

I see! And I bet your grannie had a crush on Englebert Humperdink, Carla (ancient 'singer').



An Echidna-gram perhaps?

Bryony Holden, Glos. MCD/MD owner.
Sonic Water Fun Game Winner.

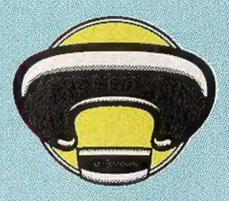
Stephanie Court, Staffs, W. Midlands.
Sonic Water Fun Game Winner.

Fur-ry Tales

Dear *STC*,

I have heard a rumour that Tails is finally going to have a girlfriend, and that she's called Fur? I would like to know if this is true or total codswallop?

Christopher Henry,
Chester-Le-Street, Co. Durham.
MD owner.
Sonic Water Fun Game Winner.



You know what they say about the quiet ones, Chris!

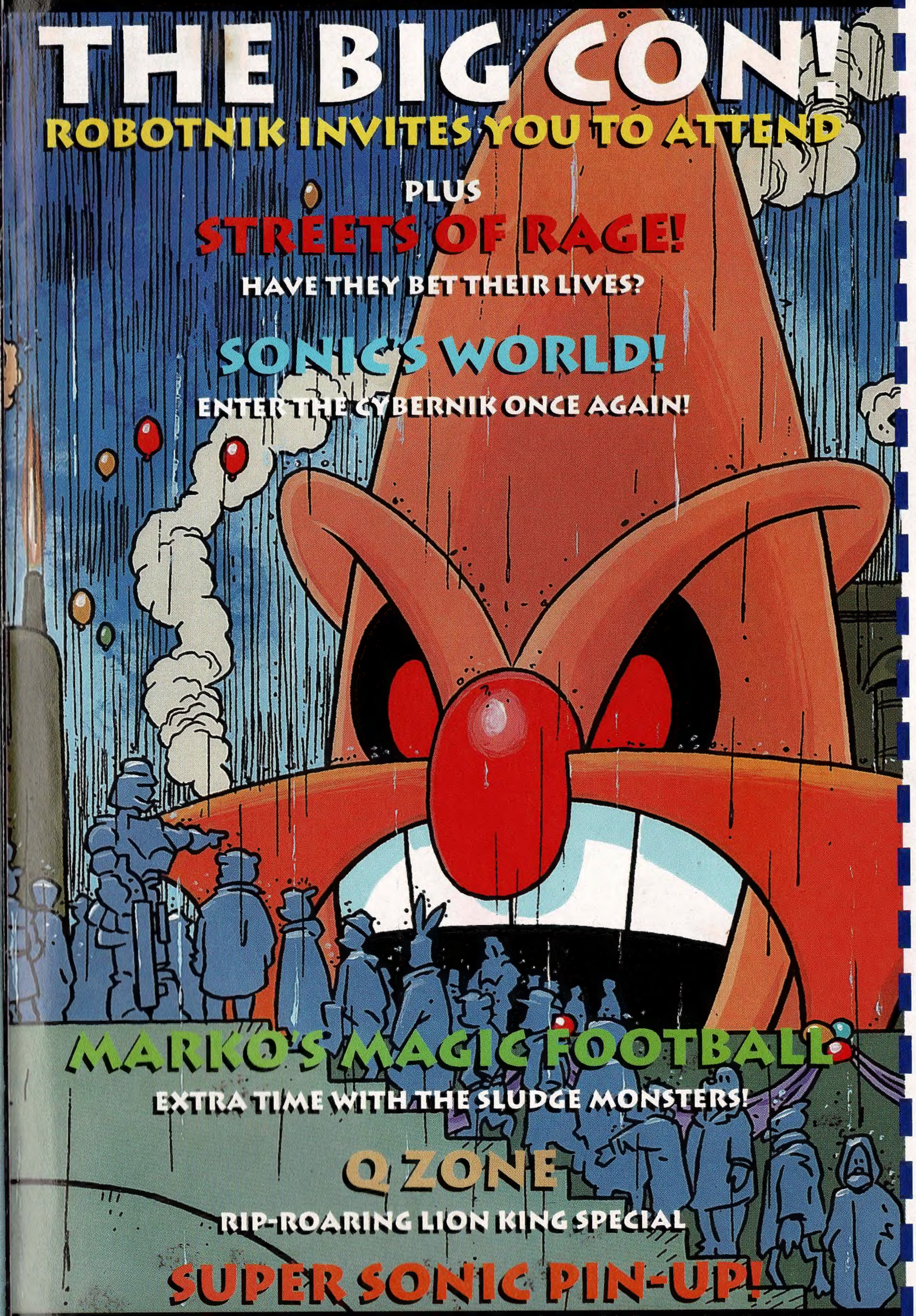
Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE ...

FREE!
SONIC SPINBALL SWEETS!



STC 46 - STILL GOIN' GREAT GUNS!
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Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

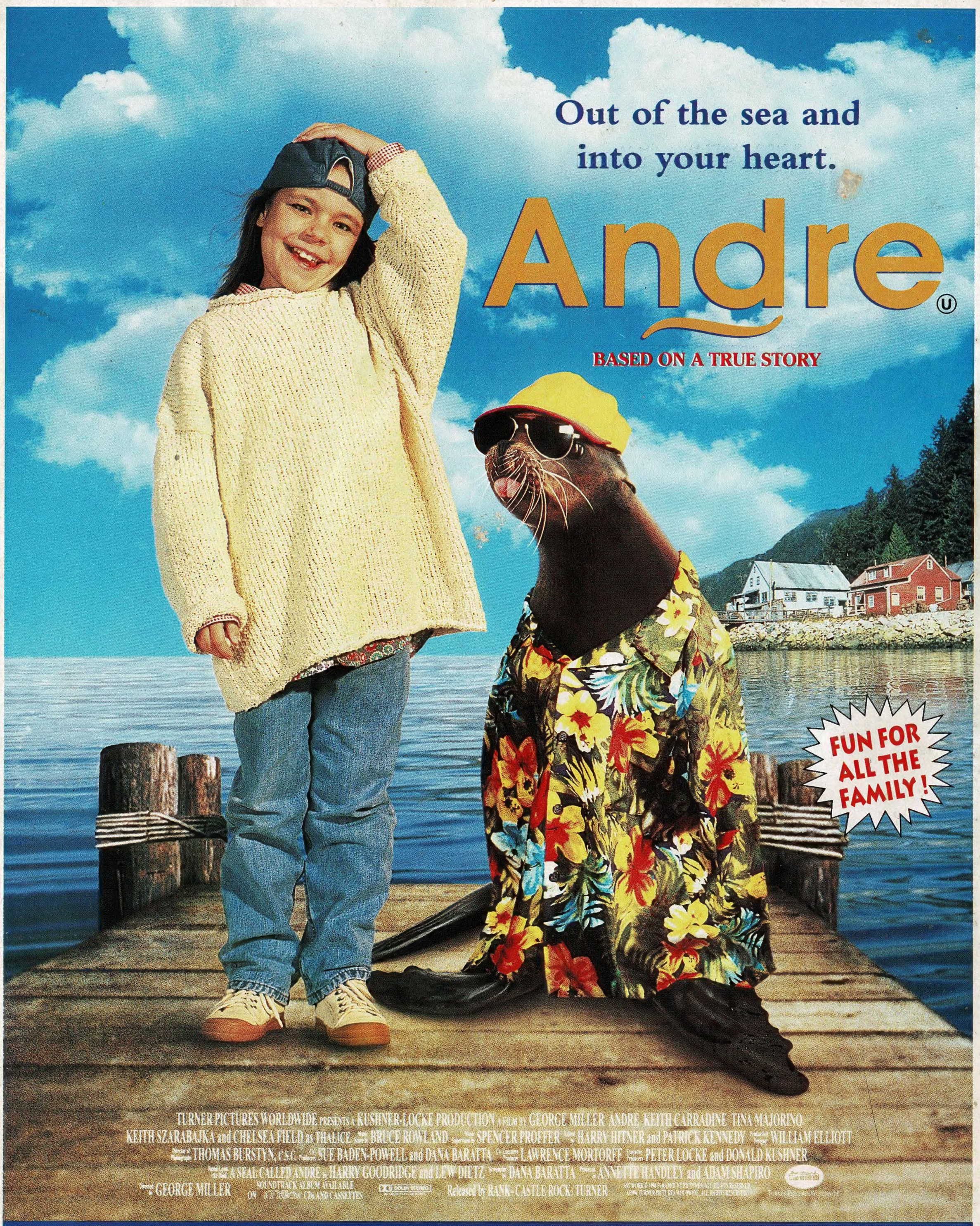
1.....

2.....

3.....

HOW DO YOU RATE ISSUE 45 OF STC?

☐ %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